Helmuth Trefftz

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/8349888/publications.pdf

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19	70	2258059	1872680
papers	citations	h-index	g-index
19	19	19	55
all docs	docs citations	times ranked	citing authors

#	Article	IF	CITATIONS
1	Handling Heterogeneity in Networked Virtual Environments. Presence: Teleoperators and Virtual Environments, 2003, 12, 37-51.	0.6	22
2	Parallelizing AES on multicores and GPUs. , 2011, , .		13
3	Collaborative design model review in the AEC industry. International Journal on Interactive Design and Manufacturing, 2017, 11, 931-947.	2.2	9
4	Telepresence support for synchronous distance. , 2005, , .		6
5	Collaborative Networked Virtual Surgical Simulators (CNVSS) Implementing Hybrid Client–Server Architecture: Factors Affecting Collaborative Performance. Presence: Teleoperators and Virtual Environments, 2014, 23, 393-409.	0.6	6
6	Collaborative Virtual Environments for Teaching Physics. , 2007, , 89-93.		4
7	Simulating soft tissues using a GPU approach of the mass-spring model. , 2010, , .		3
8	Collaborative Networked Virtual Surgical Simulators (CNVSS): Factors Affecting Collaborative Performance. Presence: Teleoperators and Virtual Environments, 2013, 22, 54-66.	0.6	2
9	Distance Interaction in Education Processes using a Telepresence Tool. , 2010, , 509-512.		2
10	We Sketch: A 3D Real Time Collaborative Virtual Environment that Improves the GUI Sketching Task. , $2011, , .$		1
11	A Cyber-Physical Data Collection System Integrating Remote Sensing and Wireless Sensor Networks for Coffee Leaf Rust Diagnosis. Sensors, 2021, 21, 5474.	3.8	1
12	Design and Implementation of a Low-Cost Projected Virtual Reality System to Support Learning Processes. Communications in Computer and Information Science, 2011, , 107-111.	0.5	1
13	Poster: Collaborative data exploration using two navigation strategies. , 2009, , .		0
14	Objective assessments of human motor ability of the upper limb: A systematic review. Technology and Disability, 2021, 33, 29-44.	0.6	0
15	Enseñanza Remota de Conceptos Anatómicos y Funcionales del Sistema Músculo Esquelético. IFMBE Proceedings, 2007, , 1113-1116.	0.3	O
16	Evaluation of Various Strategies to Improve the Training of a Brain Computer Interface System. , 2013, , .		0
17	Adaptive Architecture to Support Context-Aware Collaborative Networked Virtual Surgical Simulators (CNVSS). Lecture Notes in Computer Science, 2014, , 277-286.	1.3	0
18	Fostering intuitive knowledge of multivariable calculus concepts using a collaborative augmented reality application., 0,, 88-104.		0

ARTICLE IF CITATIONS

19 USING VIRTUAL AND AUGMENTED REALITY IN THE CALCULUS CLASSROOM., 2020,,... 0